MALICE

A Hero's Guide for Wannabe Goddesses

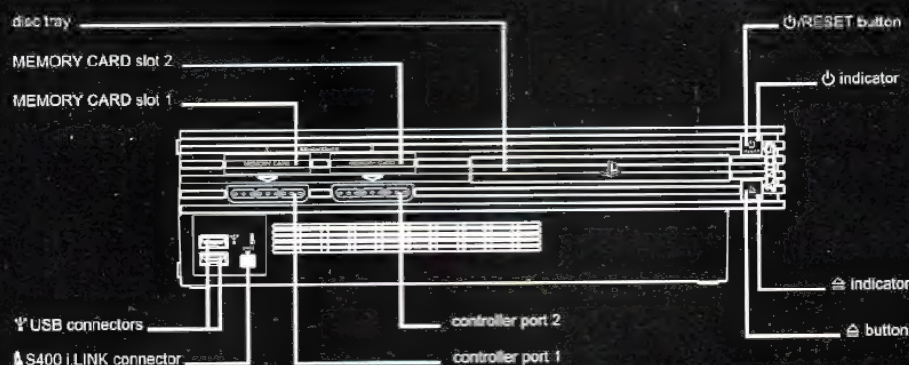# CONTENTS

MALICE

Setting Up

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate."

2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.

3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the [OPEN] button. The disc tray opens.

4. Place the Malice disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.

5. Follow on-screen instructions and refer to this manual for information on using the software.
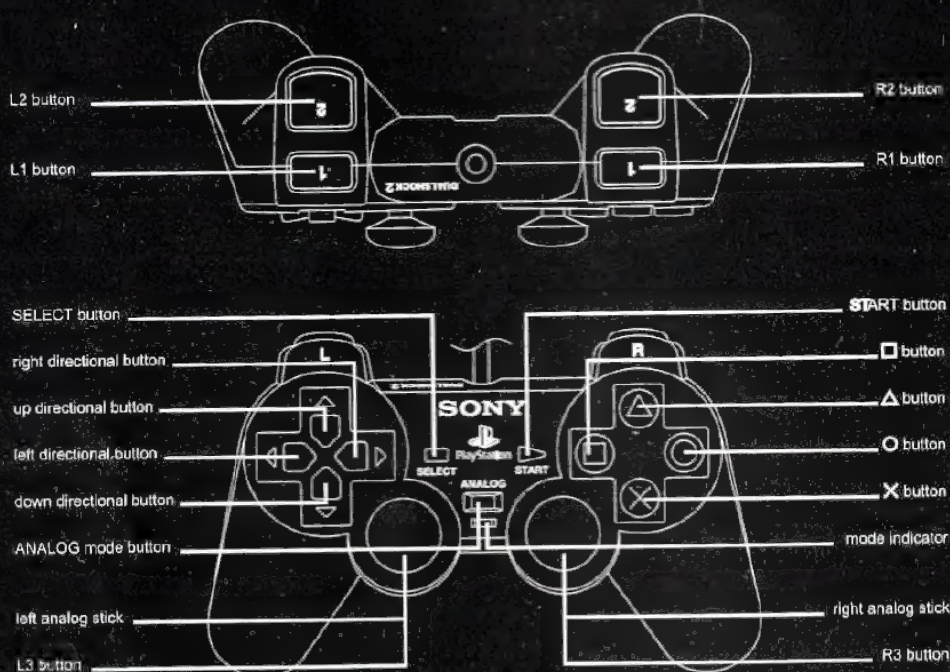
It is advised that you do not insert or remove accessories once the power is on.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Analog Controller (DUALSHOCK®2)

L2 button
L1 button
R2 button
R1 button

SELECT button
right directional button
up directional button
left directional button
down directional button
ANALOG mode button
left analog stick
L3 button

START button
□ button
△ button
○ button
✕ button
mode indicator
right analog stick
R3 button

SONY
PlayStation

1. Insert the Analog Controller (DUALSHOCK®2) into any controller port before boot up.

2. Insert memory card (8MB) (for PlayStation®2) into MEMORY CARD slot before boot up.

3. Follow the on-screen instructions and refer to this manual for more information about using the Controller to play Malice™.

Take Control

Select your preferred language from the language selection screen on boot up.

This title does not support a digital controller.

The Configurations save is autoloaded on boot up.

MALICE

Game Control

Left analog stick	Directional walk/run
Right analog stick	Rotate camera (both 3rd and 1st person views)
R3 button	1st person view (press down on and off)
✕	Jump / Double Jump (press twice)
☐	Swipe attack (see "Weapons" section later in the manual for more)
△	Action / Use
○	Quake attack (see "Mighty Weapons" section later in the manual for more)
R1	Open PocketWatch to see Journal (see "PocketWatch & Journal" section in the manual for more)
Left/Right/Up/Down	Navigate around the PocketWatch's Journal
R2 + △☐✕○	Use Magics (see "Magic" section in the manual for more)
L2	Pull camera in behind you
START button	Pause / Restart

OUR STORY, NO, REALLY!

As a headless girl stands before Death on the Beach of Souls, in the midst of a pack of zombies, Soul Eaters all around ravage the poor deceased. It is clear, Death wants no part of this strange girl... too much paperwork! For she is Malice, a Temporal-Deity-Paradox who starts our game having just failed to save the world from disaster! Just how did things come to such an end?

To find out, you'll need to travel through an odd universe using the portal of an automated Solar System, built at the heart of a defunct clockwork-ElementOmeter!

As you power up the great machinery thus gaining access to more of this strange universe, you'll have to recover some 'Key' items in order to improve your weapons - the Mace of Clubs, the Clockwork Hammer and the Quantum Tuning Fork, all with their own distinctive powers and attributes.

A word of warning: You may find yourself changed into a kid or a ghost as you unveil more of this universe, and your part to play in all this mayhem. Above all – **KEEP YOUR HEAD** !

Along the way, you'll gain some magical powers that will help with your Quests. Become powerful enough to take on the nuclear wrath of the mind behind this all, the Fuhrer of Fire, the Dog God !

You will fulfill the prophecy and become the Goddess... **MALICE!**

Getting started

Having inserted your Malice™ disc successfully, you will be presented with the Main Menu screen. From here you will be able to choose from the following options:

NEW GAME
Start a new game.

LOAD GAME
Load a previously saved game from a memory card (8MB) (for PlayStation®2).

OPTIONS
Adjust the volumes and select vibration on or off. Adjust screen settings and positions. Save/Load configurations to a memory card (8MB) (for PlayStation®2).

A configuration save requires a further 106KB of free space on your memory card (8MB) (for PlayStation®2

BONUS ITEMS
Try some extra challenges – but only if you can find the means of unlocking them.....

SAVING AND LOADING
To save a game, first access the Save Game Menu by pressing the Start (Pause) Button on your Controller DURING PLAY. Then choose to save your game to a memory card (8MB) (for PlayStation®2). It must be inserted in card Slot 1 and contain at least 216kb of free space in order to save the game.

To Load a previously saved game, select Load Game from the Main Menu. Select the memory card (8MB) (for PlayStation®2) where you saved your game. A list of saved files will appear. Select the saved game you wish to return to and press X.
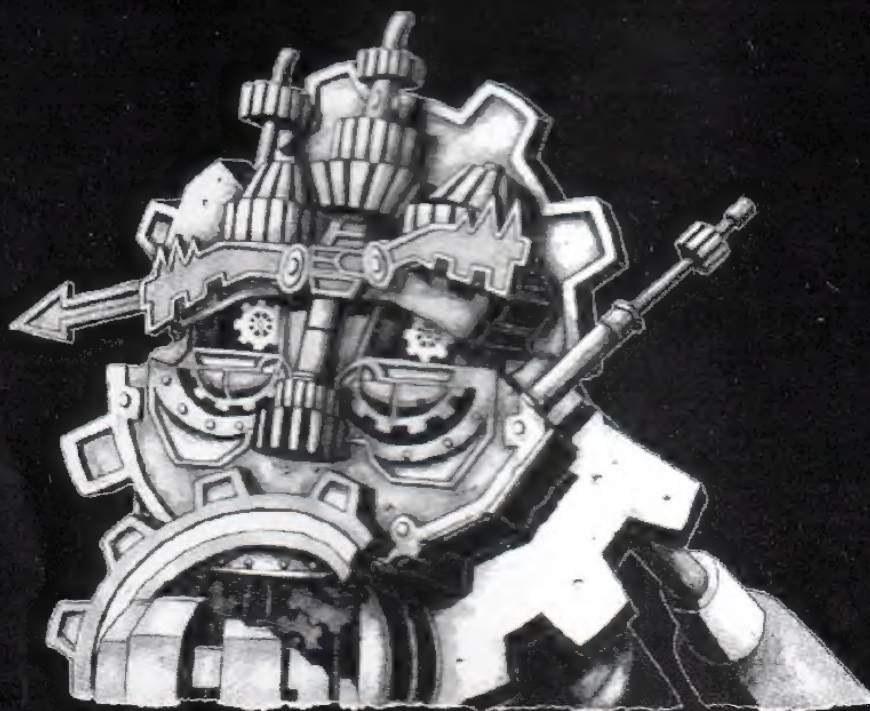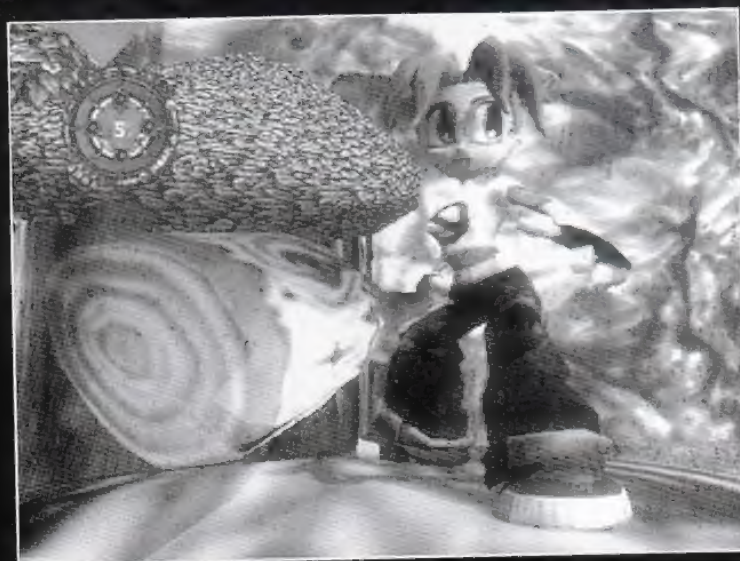
The Metal Guardian

Keeper of the Universe, and your friend and guide in this messed up world. He'll help you and will also send you out on a series of Quests that are essential to prevent Dog God from getting his awful way. The Metal Guardian lives in The Orrery – hub of the Universe.

The PocketWatch & Journal

A unique device, when in your possession; try not to lose it. With it you will be able to check on your Quests, and on some of the items essential to help you progress.

It will also inform you of your state of health – the number of hearts you have determines how much damage you can take from your enemies or from falling etc. This can be replenished by collecting HEARTS wherever you find them. The maximum hearts that you can hold can be increased by collecting CRYSTAL HEART POTS – every 10 of these that you collect will increase you maximum hearts by one – you should always try to collect these.

The PocketWatch will also show your Mana bar – this blue bar is the amount of Mana you have stored for performing Magics.

Press the R1 to go the Inventory and Journal screen. You will enter the Journal on the screen you viewed last.
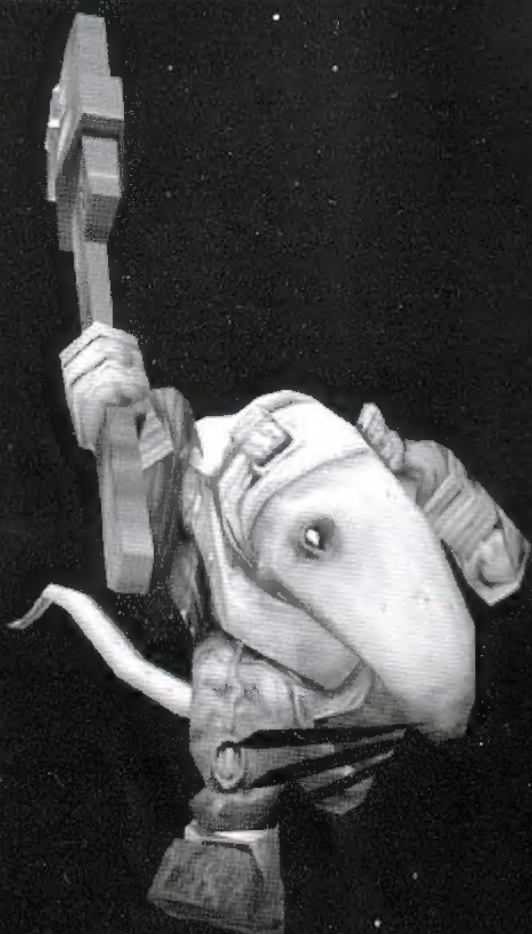
Enemies

These come in various forms – Dog God's minions who will be met throughout the universe, and some much bigger and meaner allies of Dog God who must be defeated to help your friend, the Metal Guardian. Each have special powers that you must watch out for. Their state of health will also be shown when you fight them.

Sometimes Magic can help…

Mighty Weaponry

The Mace of Clubs
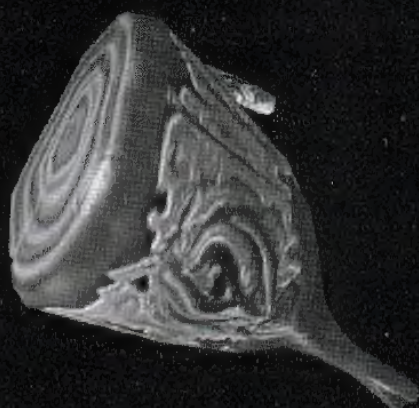
Given to you by The Metal Guardian of the Orrery, Malice's first weapon proves a most useful start.

Club Slash   Press the ☐ Button for cutting swipe

Club Quake   Press the ○ Button for a thumping thwack
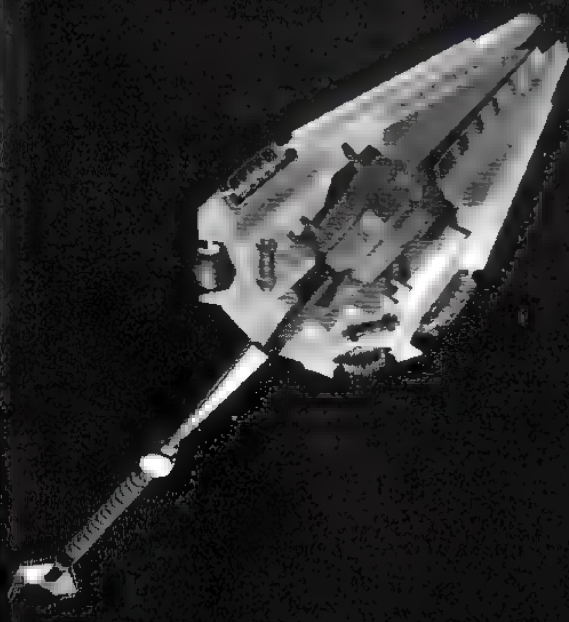
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The Clockwork Hammer

A collaboration of computational cogs fire-tuned with Metal. A disproportionately huge armament, can wield a lot of damage on evil adversaries.

Hammer Slash Press the ☐ Button for spinning swipe

Hammer Quake Press the O Button for a crunching rumble

The Quantum Tuning Fork

The pinnacle of weaponry, fine-tuned with pure quantum physical energy, for apocalyptic battle.

Quantum Slash Press the ☐ Button for a deadly swipe.

Quantum Quake Press the O Button for an electrifying storm

You must collect Mana crystals in order to use Magic - When cast, Magic uses up Mana - watch the blue Magic Bar on your PocketWatch. The greater Magics use more Mana.

MALICE

Magic

A useful weapon in Malice's armoury is Magic. To be learned, entrusted, acquired and generally used when a plain old kick in the butt won't help.

Each Magic is gained by Malice's achievements

Magic requires a combo of buttons – PRESS & HOLD R2 and press the following:

Glide Magic - ✕ button once
useful for reaching the parts others cannot reach…

Weapon Boost Magic - ◯ button once
increased power on swipe and quake for all weapons

Speed Magic - ☐ button once
run circles around your enemies at double speed

Bullet Shield Magic - △ button once
protects you against projectiles

Health Magic - ✕ button twice
recover to full Heart's health

Damage Shield Magic - △ button twice
protects you against ALL attacks

Slow Magic - ☐ button twice
deal with your enemies as they slow to half speed

Nuke Magic - ◯ button twice
blast every enemy near to you

NOTES

NOTES

MALICE

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Peter Jones
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Casting/Directing
Phil Morris

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Bradley Lavelle
Jay Simon
Dian Perry
Sean Baker
Tom Clarke Hill

MALICE

With Thanks To...

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Alex Champandard
Eoin Coughlan
Alex Cullum
Andy Diey
Jose Doran
Teresa Eddery
John Gay
Lewis Gordon
Carl Graham
June James
Dan Laufer
Tony Lloyd
Michael Michael
Ben Minto
Steve Mortimer
Christophe Moyne
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To the memory of
Aleksandar Illic

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Legal
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THANKS!
MERCI !
DANKE!
GRACIAS!
GRAZIE!

Introduktionsvejledning

Når du har isat din Malice™ disk bliver du præsenteret for skærmen med hovedmenuen. Herfra kan du vælge mellem følgende muligheder:

NYT SPIL
Begynd et nyt spil.

INDLÆS SPIL
Indlæs et tidligere gemt spil fra et memory card (8MB) (til PlayStation®2).

VALGMULIGHEDER
Juster lyden og til-eller fravælg vibration. Juster skærmposition og indstillinger. Gem/Indlæs konfigurationer til et memory card (8MB) (til PlayStation®2). En gemt konfiguration kræver yderligere 106KB ledigt plads på dit memory card (8MB) (til PlayStation®2)

BONUSTING
Prøv nogle ekstra udfordringer – hvis du kan finde ud af at låse dem op...

GEMNING OG INDLÆSNING
Gem et spil ved at gå til menuen Gem Spil. Tryk på START tasten på din controller IMENS DU SPILLER. Vælg dernæst at gemme dit spil til et memory card (8MB) (til PlayStation®2). For at spillet kan gemmes skal dit memory card (8MB) (til PlayStation®2) indsættes i MEMORY CARD-slot 1 og indeholde mindst 216KB ledigt plads.

Indlæs et tidligere gemt spil ved at vælge Indlæs Spil i hovedmenuen. Vælg det memory card (8MB) (til PlayStation®2) hvor du gemte dit spil for at se én liste over hvilken filer er gemt på kortet. Vælg det gemte spil som du ønsker at spiller og tryk på x tasten.

|	
venstre analoge pind	Gå/løbe-retning
højre analoge pind	Drej kamera (både tredje- og førstepersons synsvinkel)
R3 tast	Førstepersons synsvinkel (Tryk on og off ned)
X	Hop / Dobbelthop (tryk to gange)
□	Swipe-angreb (se flere detaljer under "Weapons" (våben) i manualen)
△	Handling / Brug
O	Quake-angreb (se flere detaljer under "Mighty Weapons" (superb våben) i manualen)
R1 tast	Åbn PocketWatch for at se Journal (se flere detaljer under "PocketWatch & Journal" (lommeur og journal) i manualen)
Venstre/Højre/Op/Ned	Naviger i PocketWatchs Journalen
R2 tast + △□XO	Brug magi (se flere detaljer under "Magic" (magi) i manualen)
L2 tast	Træk kamera ind bagved dig
START tast	Pause / Genstart
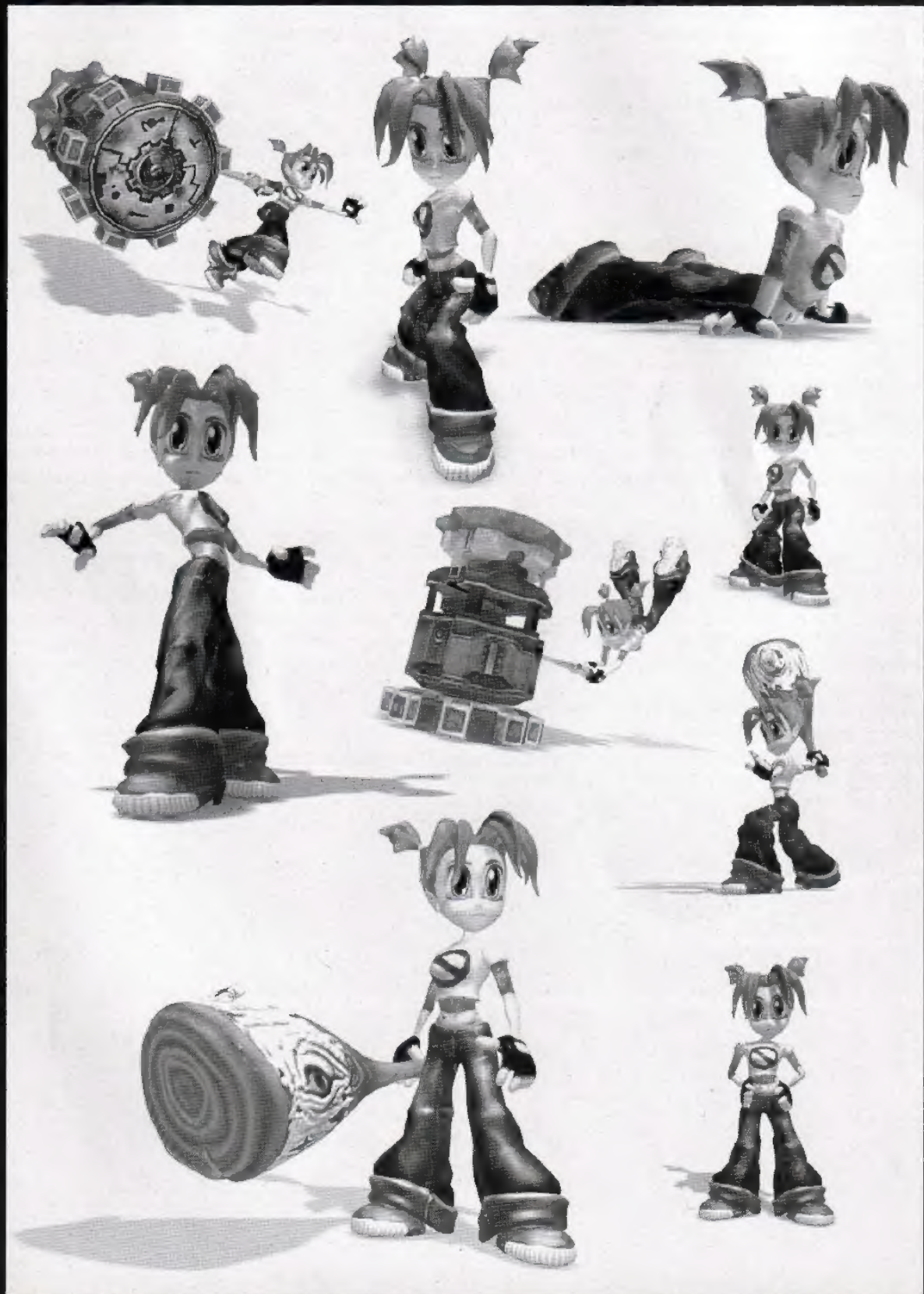
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